

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

Claims 1.-15. (Cancelled)

16. (Currently Amended) A gaming machine for executing a game play with the aid of a smart card, the gaming machine comprising:

a master gaming controller designed or configured to ~~present~~ control a game of chance played on the gaming machine using (a) gaming instructions generated by a processor on the smart card and (b) gaming instructions ~~resident on~~ generated by the master gaming controller; and

a smart card reader providing a communication interface between said smart card and said master gaming controller

wherein the gaming machine is operable to receive the smart card in the smart card reader from a game player playing the game of chance on the gaming machine.

17. (Original)The gaming machine of claim 16, further comprising:

a network communication interface wherein the smart card communicates with a game service server using said network communication interface.

18. (Original)The gaming machine of claim 17, wherein the game service server is selected from the group consisting of an accounting server, a bonus game server, a progressive server, a player tracking server and a cashless system server.

19. (Original)The gaming machine of claim 16, wherein the gaming instructions generated by a processor on the smart card specify a progressive game that affects a game presentation on the gaming machine.

20. (Original)The gaming machine of claim 16, wherein the gaming instructions generated by a processor on the smart card specify a paytable used by the gaming machine in a game presentation.

21. (Original)The gaming machine of claim 16, further comprising:
a speaker.

22. (Original)The gaming machine of claim 21, wherein said speaker outputs audio components stored in a memory on said smart card.

23. (Currently Amended)The gaming machine of claim 16, further comprising
a graphical display.

24. (Original)The gaming machine of claim 23, wherein said graphical display outputs graphical components stored in a memory on said smart card.

25. (Original) The gaming machine of claim 16, wherein the gaming instructions generated by a processor on the smart card specify a bonus game that affects a game presentation on the gaming machine.

26. (Original)The gaming machine of claim 16, wherein the game is selected from the group consisting of a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game and a video card game.

27. (Currently Amended) In a gaming machine, a method for executing a game play on the gaming machine with the aid of a smart card, the method comprising:

receiving a signal indicating a smart card has been inserted in a smart card reader on the gaming machine;

establishing communications with said smart card;

receiving first gaming instructions from ~~one or more~~ at least one of a plurality of gaming applications executed by a processor on the smart card; and

presenting generating a game of chance play on the gaming machine using the first
gaming instructions from provided from the smart card and using second gaming instructions
generated provided by a master gaming controller resident on the gaming machine wherein the
gaming machine is operable to receive the smart card in the smart card reader from a game
player playing the game of chance on the gaming machine.

28. (Original)The method of claim 27, further comprising:

authenticating the smart card.

29. (Original)The method of claim 27, further comprising:
receiving a list of gaming applications available on the smart card from the smart card.

30. (Original)The method of claim 29, further comprising:
selecting a gaming application from the list of gaming applications and
requesting the smart card to execute the selected gaming application.

31. (Original)The method of claim 27, further comprising:
sending gaming machine identification information to the smart card.

32. (Currently Amended)The method of claim 27, wherein the first gaming
instructions include ~~one or more at least one~~ of player tracking information, loyalty points,
paytables, game components, game configuration information, a game play history, progressive
game information, bonus game information, ~~and~~ voucher information and combinations thereof.
A 1

33. (Original)The method of claim 32, wherein the game component includes at least
one of a graphical game component and an audio game component.

34. (Original)The method of claim 32, wherein the game configuration information is
selected from the group consisting of a game type, a game version, a game background, a game
denomination and a game wager amount.

35. (Currently Amended)The method of claim 27, further comprising:
in response to the first gaming ~~instruction~~ instructions received from the smart card,
communicating with a remote game server.

36. (Original)The method of claim 27, further comprising:
sending game play information to the smart card.

37. (Original)The method of claim 27, wherein the game play is for a video black
jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a
video pachinko game and a video card game.

38. (Original)The method of claim 27, further comprising:
downloading a gaming application stored on the smart card and executing said gaming application on the gaming machine.

A1
39. (Original)The method of claim 27, further comprising:
downloading a game stored on the smart card and executing said game on the gaming machine.

40. (Original)The method of claim 39, wherein the game is a pull tab game.

Claims 41.-58. (Cancelled)
